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Abstract

A method and apparatus for a game of chance and odds by alternate participation of opposing players rolling a die and moving its game piece, the number of spaces designated by the die, toward opponent on a path. During game play, players attempt to position its game piece near, without landing on or going beyond, opposition's game piece to force opponent to forfeit. A player is awarded points when opponent forfeits or opponent's game piece lands on or goes beyond a player's game piece. A player may also be awarded points if its game piece lands in the anterior adjacent space of opponent's game piece. After points are awarded, players reposition its game pieces at the opposite ends of the path and game play is repeated until a player has accumulated the required number of points to win.